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MERMAIDS OF ATLANTIS

UTPG American Victor Ententament, Inc.
Program and game graphus by Call, Inc.
Cover Busholton by Post Sover
Art-direction, tago and design by Pol Misseson
Memorial legend by Pol Misseson between the Cooker of the Misseson
Instruction booker on by Martin Gee
methodion booker by Pol Misseson & Policia Rick.
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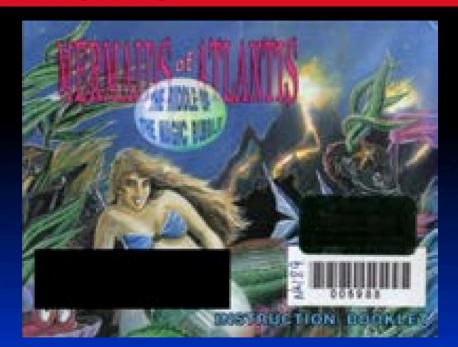
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PRINCIPLE OF THE REAL



Thank you for purchasing MERMAIDS OF ATLANTIS - The Riddle of the Magic Bubble, another exciting video game from American Video Entertainment, Inc.

Our Seal of Quality guarantees challenging, reasonably priced software for play on the Nintendo Entertainment System, the best video game value available today.



TABLE OF CONTER	H
PRINCES	
MALE GAME TAKE	2
DECEMBER STATES OF THE PARTY OF	1
SHAME CONTROLS.	7
EAST & HARD CARRY	4
DROKO GAME	- 16
MEROCHE	1
MADE ROSE	100
GENERAL WARREN	-
PRICAPIONI	1
SPECIAL RECOMMENDS	19-19
NOC PRODUMENCE	200
Calcal Internal Leaves	100.0

34 shapes of mind-blowing Bubble Possies.

Eujer non-stop excitament for parmers of all ages.

Redicel Engle or simultaneous Double player action,

features intense graphics, excellent music, and enjoyable game play:

Legends of the Mermaids

Since the beginning of time, man has saled the seas in search of riches and advertise. For just as long, there have been stories about the mysterious half-floir humans that make the ocean depths their homes. These wondrous creatures are the Mormaula of Atlantis.

Some say the Mormalds are guardians of last lost treasure. Others say they are mystical water Jermins, harringers of Asseter. Those that have actually y seen them, tell stories of a notic water lesstifling race that have rescued sollors at sea and lead lost ships from certain doors.

Just as we have stories about Mormalile that are passed Jown from generation to enemation, the Mormalile tell stories about us. They call us the Ainwalleys, and tell takes of our huge sooden ships that final on the surface of the sea. The Filiale of the Major Subble is a core such tall, but in poler to learn the Moreaud's logenal. You must learn to marker the Major Subbles and Mustic Rears.

BASIC GAME PLAY

Playing 'Mermaids of Atlantis' is easy. Bubbles of many colors come floating upward. You must fit the Bubble Clusters together so four or more Bubbles of the same color touch one another. When four or more of the same colored bubbles press together, the pressure inside the Bubbles increases causing them to pop.

Keep the bubbles bursting since in every space a Bubble gets stuck there is one less place to put the next Bubble Cluster, and they just keep coming. If you can't pop the Bubbles fast enough, the cave fills up, and the game will end.

It sounds easy, right? Get ready to enjoy all 24 mindblowing stages of under sea excitement?

GETTING STARTED

Make sure the power switch on your control deck is turned off.

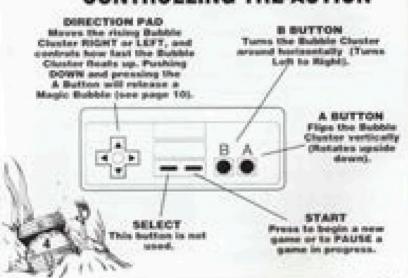
Insert the Mermalds of Atlantis cartridge into your NES console, carefully following the power up instructions in your NES user manual.

If the screen flashes on and off, the game screen looks garbled or the game will not play see page 13.

> From the title screen press START to begin a game.



CONTROLLING THE ACTION



GAME OPTIONS

After pressing START to begin a new game you will see the OPTIONS screen. Were the Direction Pad LEFT or RIGHT to highlight your choice. Press the Direction Pad UP or DOWN to go to a different option on the screen. Press START when you are ready to begin the game.





TUNES

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Procee from any of 3 popular to funes, from Miseria.

TUBER TO SERVICE OF AND DODGET TOWAY TO COMPLETE AND DESCRIPTION

MED THE MONDERFLA SLANSOT

EASY & HARD GAMES



If you selected an EASY or HARD game you screen will look like this. As each Bubble Cluster rises you must rotate and fit it to matching colored Bubbles touch. You must pop 200 Bubbles to progress to the next stage. On the right side of the screen are those information windows.

The appartment window is the WASH WINDOW, Each line you pape a Subble with a territor in it, that before will appare to this hore. When you speck out the word WASHI, you will be assembled one WASHI SUBBLE, he release a WASHI SUBBLE press Desert on the Develop-Took and press; the Sharkon at the caree from Managary to the least name about the press; of the Sharkon at the caree from Managary to the instrument wind. The press; of the Sharkon Sharkon at the caree from the Sharkon Sharkon at the press; of the Sharkon Sharkon Sharkon Sharkon at the press; of the Sharkon Shar

The middle status window shows the Stays you are convening playing, the member of faultiles you have pagged, the point rathe for each faultite Challes on A page, and the salah madeline of patient filled you have collected.

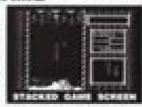


The boson window above. He need Bubble Charles to appear.

NOTE: When playing a 3 PLETER pame the information in the Status Window will be above at the bottom of the surveys. The Margin Window and Nazi Window will not be displayed.

STACKED GAME

If you selected the STACKED game your screen will look like this. STACKED games are different than EASY or HARD games. The Letter Bubble is under a pile of Bubbles. To advance to the next Stage you must pop the Letter Bubble. There are no Magic Bubbles in the STACKED game.





The Stacked game is the most difficult game. A good strategy when playing a Stacked game is to concentrate on releasing the Letter Bubble at the top of the screen as quickly as possible.

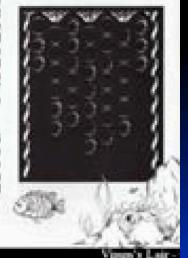
When a new game is started the player will have 3 credits. After a game is over play may be continued at the same stage until there are no more credits. The player must then begin a new game from the beginning.

NOTE. When playing a 2 PLAYER game the information in the Status Window will be placed at the better at the screen. The Margic Window and Next Window will not be displayed.

AIR POCKETS

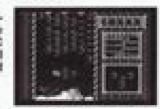
AIR POCKETS are formed in the empty spaces between Bubbles that don't fit perfectly. One misplaced Bubble can cause many AIR POCKETS, and AIR POCKETS take up as much space as Bubbles. One way to get rid of AIR POCKETS is to remove all the Bubbles below it and expose the AIR POCKET to open water. When this is done the Air Pocket will dissolve.

If you're not careful AIR POCKETS will fill the screen faster than Bubble Clusters. Lockily, you can slide Bubbles into Air Pockets. When you pop the Bubbles you will also get rid of the Air Pockets.



MYSTIC PEARL

Sometimes during game play a MYS-TIC PEARL will be part of a Bubble Cluster. The glow of the MYSTIC PEARL has magical powers and will change the color of the Bubbles around it to a single color.



Try to maneuver the Bubble Cluster so when the energies of the MYSTIC PEARL are released it will affect as many Bubbles as possible.

Planthe position of the MYSTIC PEARL carefully. The number of Bubbles popped can increase or decrease depending on the color the surrounding Bubbles change to.

MAGIC BUBBLES

Every time you pop a Letter Bubble the letter will be placed in the Magic Window at the top of the screen. After you have attlected all the letters needed to spell the word MAGIC, you will receive 1 Magic Bubble. To release a Magic Bubble hold down on the Birection Pad while pressing the 8 Bubble.



When a Magic Bubble is released it will final motionless at the bottom of the acrees until the Bubble Cluster has settled.

The first thing a Magic Bubble does is remove all Air Pockets. This will cause all Bubbles to settle and should cause some Bubbles to pop. The remaining Bubbles will begin to pulsate with energy and change colors. If you're lucky this will cause even more Bubbles. To pop.

There is no indication on screen for Magic Bubbles. Its up to you to remember how many you have collected.

HELPFUL HINTS

When you release a MAGIC BUBBLE it will not unleash it's magic until you have positioned the last Bubble Cluster. Remember to use your MAGIC BUBBLES before it is too late.

There is a secret way to keep track of how many MAGIC BUBBLES you have. Can you figure out how?

When the Bubbles are rising very fast you can slow them down by constantly moving them from side to side.

Plan several moves ahead and watch what the next Bubble Cluster will look like. Think about where the next Bubble Cluster should go and take control of the situation. Don't be on the defensive and let the Bubbles control you.



PRECAUTIONS

- Do not store cartridge in very hot or cold places. Never hit or drop.
- * Do not take apart.
- Do not touch connectors; do not get them wet et dirty. Doing so may damage giene.
- * Do not clear with between, paint thimer, alcohol or other such solvents.

WARNING

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Do test use a front or row projection television with your Nistenske Entertainment. Byttem: Your projection television scenets may be pertoantelly damaged if video games with statumery trought or patterns are played on your projection television. Similar damage may occur if you have your game to PALSH marks. If you are your projection television with NES games. Accents on Video Entertainment, for, will not be liable for my damage. This situation is not caused by your NES or by Assertion Widoo Entertainment games, other fixed or especially integers may cause similar damage to a projection television. Please contain your television manufactures for faulter universaless.

PRECIONSTROYON Prop. 15

KEEPING YOUR CONSOLE CLEAN

If your cartridge will not work, produces gartied characters or causes your television screen to flash on and off you probably have a dirty internal connector (the plot where your game cartridge plugs into the NES console).

The Nintendo Entertainment System uses what is called a zero insertion force connector. Although this eliminates wear and tear on your NES and cartridges, to work properly it requires cleaning on a regular basis. Cleaning this connector is easy, all you need is a cleaning kit. Cleaning kits are made by Nintendo" as well as other manufacturers and they can be purchased anywhere you buy or rent video games.

Do not be tempted to blow on the gold fingers at the end of the cartridge. This further contaminates the internal connector.

Should you have any questions, please call our Toll free 800 number and one of our game counselors will be happy to assist you.

> To reach our game counselor hot line call 1(800) HOT-4AVE that's 1(800) 468-4283

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FOC INFORMATION - Page 17

American Video Enterforment knows what kind of games America works to play. Our Mindbender games are exciting, challenging, and are more then sut shoot em-ups. These non-violent games teach basic floring skills and are som packed with fun for the entire tomby.



Kenzy Kennhurus

William and Punter

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Pyramic







Berech

Date with Attitude

If action and adventure is more your style we have the games you need. From air battles and espianage to destroying the deadly DEATHBOTS our video games give you radical high power excitement of an unbelievable price.



Double Strike

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F-15 City War

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Deathbots

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Impossible Mission II

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If you like sports games, then check out some of the hollest sports simulations around. All after single player against the computer and two player head to head challenge.

Venice Beach Volleyball

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Ultimate League Soccer

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